

NEELIMA INSTITUTE OF MEDICAL SCIENCES

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DEPARTMENT OF PHARMACOLOGY

Pharmacology T20 Cricket League

Introduction

To promote active learning and enhance student engagement in Pharmacology, Department of Pharmacology organised an innovative and interactive event titled “**Pharmacology T20 Cricket League**”. The activity combined the excitement of a cricket-style competition with academic assessment, providing a novel platform for evaluating students’ understanding of core pharmacological concepts. The event aimed to shift assessment beyond traditional written examinations toward a more dynamic, team-based, and application-oriented approach.



Objectives

The primary objectives of the Pharmacology T20 Cricket League were:

- To assess students’ theoretical and applied knowledge of Pharmacology in an interactive manner.
- To promote teamwork, communication, and critical thinking.

- To encourage active participation through gamification of learning.
- To help students recall, integrate, and apply pharmacological concepts under time pressure.
- To create a stress-free environment that supports learning through enjoyment and competition.

Date: From 24/11/25 to 26/11/25

Time: 10am -12 noon

Venue: Pharmacology practical lab

Planning

The program was well planned. Whole batch students were included in the event. All important & standard questions were shared among the google classroom of the batch to get a track to prepare for the league. Rules for the T20 cricket league also shared in advance.

Structure and Format of the League

The event was modeled on the **T20 cricket format**, consisting of 20 balls (questions), 2 innings, and scoring, all adapted into academic tasks. It took place for 3 days during practical hours. Each day students were welcomed & again explained the rules of game.

Teams

Each day students were divided into 2 teams based on picking the chits. Following were the teams across 3 days



Match format

The captain who won the toss had chosen whether to do bowling (asking questions) or Batting (answering questions) first. Each day 2 different sets of question paper consisting 20 questions were given to teams. Team captains randomly chosen question paper set for the opposite team. Questions were framed ranging from 1 run to 6 runs. Time limit was set for each question. For second inning bowling team did batting for 20 balls. At the end of game, winner team as well as player of the match was announced based on score & individual performance of the student & were given the prizes.

Roles of Faculty

Umpires – Ensuring fairness, validating answers

Scorekeepers – Maintaining scores and time control

Match Referees – Overseeing overall conduct

Content Experts – Designing question banks & various sets of question paper

Observers

Day 1: Dr. B. Lakshmi Prasanna, Dean, Neelima Institute of Medical Sciences, Dr. Kanya Kumari Professor, Dept. of Pathology

Day 2: Dr. Jagannatha Phaneendra, HOD, Department of Biochemistry, Dr. MD Ghouse, HOD, Department of Pathology, Dr. Udaykumar, HOD, Department of Anatomy, Dr. Raisa Faheem, Associate professor, Department of Biochemistry, Dr. Seema Khan, Asst. Professor, Department of Pathology

Day 3: Dr. Aruna S, HOD, Department of Microbiology, Dr. Yona M, Asst. Professor, Department of Microbiology

Student Participation and Response

The event received enthusiastic participation from students. They appreciated:

- The engaging and competitive format
- The teamwork-oriented learning
- The opportunity to apply pharmacology concepts in real-time

Outcome and Evaluations

The Pharmacology T20 Cricket League proved effective in:

- Enhancing conceptual understanding
- Improving communication and collaborative problem-solving
- Increasing motivation to study pharmacology more deeply
- Allowing faculty to assess competencies in a comprehensive, enjoyable way

Conclusion

The Pharmacology T20 Cricket League successfully integrated gamification into medical education, transforming traditional assessment into an interactive, enjoyable, and intellectually stimulating experience. The event not only assessed students' pharmacological knowledge but also fostered teamwork, quick thinking, and clinical reasoning skills. Such innovative approaches play a vital role in making medical education more student-centered, engaging, and effective.

GLIMPSES OF LEAGUE









